





WEAPON DATA	
Molecular Beam	
Class: Molecular	
Modes: Raking (8)	
Damage: 2d10+10	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+2/-3	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
<i>Special: Ignores one point of armor</i>	
Light Molecular Beam	
Class: Molecular	
Modes: Standard	
Damage: 1d6+6	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
<i>Special: Ignores one point of armor</i>	

FORWARD HITS	
1-4:	Retro Thrust
5-7:	Molecular Beam
8-10:	Lt Molecular Beam
11-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-5:	Port/Stb Thrust
6-7:	Molecular Beam
8-11:	Lt Molecular Beam
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Molecular Beam
10-12:	Lt Molecular Beam
13-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Structure
8-10:	Jump Engine
11-13:	Sensors
14-16:	Engine
17-18:	Hangar
19:	Reactor
20:	C&C

SPECIAL NOTES		
ELINT Ship		
SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR
18 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 7/9

